EVIL DEAD
REGENERATION

INSTRUCTION MANUAL

THQ

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53457/ANZ

1 Player • Memory Card (8MB)(for PlayStation®2): 121KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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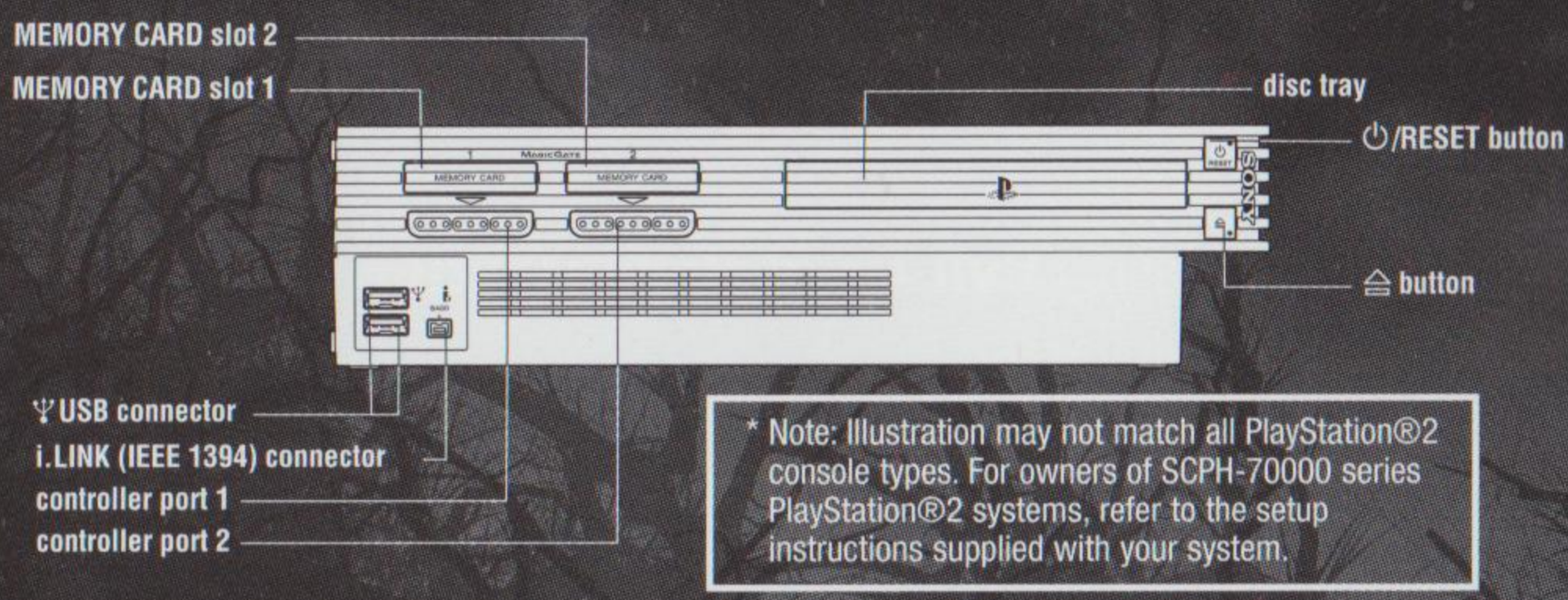
GETTING STARTED



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 Computer Entertainment System according to the instructions in the manual. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the EVIL DEAD REGENERATION disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach a analog controller (DUALSHOCK®2) and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION

* Note: This title cannot be played using a digital controller'.

Button Press	Description
Left analog stick	Move Ash or Sam in the desired direction
Right analog stick	Move the camera left, right, up and down (can be inverted in the options menu)
⊗ button	Execute a Jump
◎ button	Use Ash's Prosthetic Weapon (Chainsaw, Harpoon Gun, Flamethrower) Sam's Punch
▢ button	Use Ash's Firearms (Pistol, Shotgun, Bomb-lance) Sam throws Spirit Stun
△ button	Perform Action (appropriate to situation) Perform Finishing Move on Stunned Deadite

L1 button	Block
R1 button	Press and hold for Manual Targeting mode. Use Right Analog Stick to Change Targets in this Mode.
L2 button	Press to change Firearm (Pistol, Shotgun, etc.).
	End Sam Possession.
R2 button	Press to switch Prosthetic Weapon (Chainsaw, etc.).
R3 button	Press to center the camera behind Ash, when in an area that allows the camera to follow behind Ash.
↑ directional button	Press ↑ to Kick Sam. Press and Hold to channel Ash's Inner Evil into Sam and kick him, detonating him on impact.
↓ directional button	Press ↓ on the directional pad to temporarily turn into Evil Ash. Press again to return to normal.
START button	Pauses the game and brings up the Pause Menu.
SELECT button	Pauses the game and brings up the Abilities Screen.

INTRO

ASHLY J. WILLIAMS NEVER BELIEVED IN TRUE EVIL...until that night at the cabin in the woods. That's where he and his friends found the Necronomicon Ex Mortis, the Book of the Dead.

The book awakened a dark, infectious evil. It got into Ash's hand and turned it against him, so he cut it off. It got to the others, too, twisting them into something less than human, forcing Ash to butcher them to survive.

Unable to provide a believable explanation for the killings, Ash has since been confined at Sunny Meadows Asylum for the Criminally Insane under the watchful eyes of the fiendish Dr. Vladimir Reinhard. But his luck begins to change when Sally, his determined lawyer, finds evidence in Dr. Reinhard's office that proves Ash is not insane.

Meanwhile Dr. Reinhard is conducting secret experiments on Sam, one of the Asylum's inmates, to infuse him with the power of the book while keeping his soul intact. Confident with his success, Reinhard performs the experiment on himself. However, things go awry and the evil overtakes Reinhard, the inmates of the Asylum, and the very building itself. And it won't stop there.

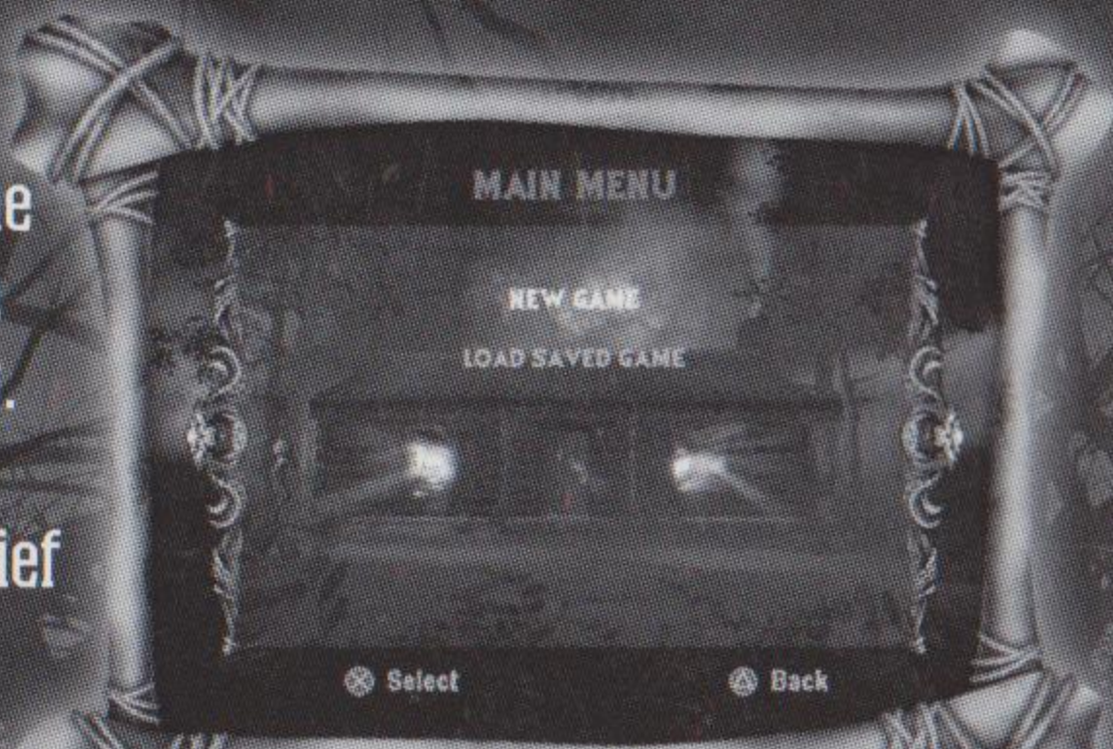
Now Dr. Reinhard has vanished, along with the Necronomicon—and Sally. All that stands between the unsuspecting world and unimaginable evil are Ash, with his trusty chainsaw and shotgun, and Sam, a half-sized, half-Deadite hell bent on revenge. Together they set out to rescue Sally and to close the book on the Evil Dead once and for all.

PLAYING EVIL DEAD REGENERATION

MAIN MENU

NEW GAME

Selecting New Game starts the **Evil Dead Regeneration** adventure from the beginning. Once selected, the opening movie plays, followed by a brief game tutorial.



LOAD SAVED GAME

- Replay previously played levels
- View unlocked extras
- View unlocked cinematics

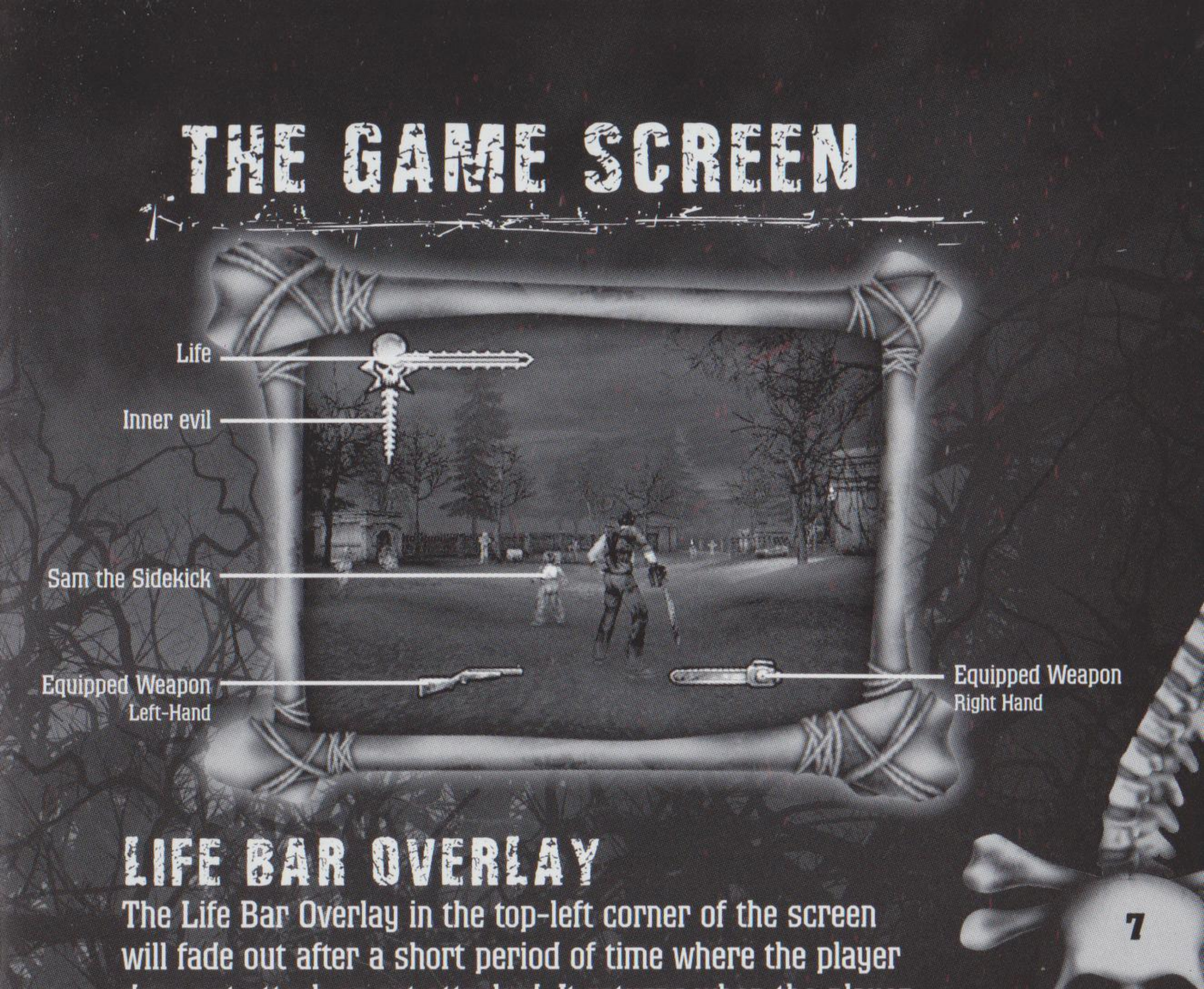
You may start from a previously saved Sacred Symbol location, or at the beginning of a level that follows a previous end-of-level game save. Files are listed by time stamp.

OPTIONS

Game Options can be accessed under the headings of Game Play, Controls, and Video Calibration.

- **Game Play Settings** - Turn on and off the Vibration, Subtitle, Sound Effects, and Speech functions, and set the Vertical and Horizontal camera control to normal or inverted.
- **Controls - View the game controls.**
- **Video Calibration** – Use your television color and brightness adjustments to maximize the quality of the picture.

THE GAME SCREEN



LIFE BAR OVERLAY

The Life Bar Overlay in the top-left corner of the screen will fade out after a short period of time where the player does not attack or get attacked. It returns when the player attacks or takes damage.

LIFE

A red horizontal bar represents Ash's life. When the player is in control of Sam, his life is represented by a blue horizontal bar below Ash's. When Ash or Sam is taking damage, the skull will change its expression and the life bar will deplete. Collecting Life Essence dropped by enemies, objects in the environment or from special health-giving sacred symbols will refill the life bar.

INNER EVIL

Evil Essence fills the vertical meter, which looks like a spine below the life bar. Evil Essence allows Ash to transform into Evil Ash or to perform a charged kick with Sam turning him into a flying bomb. Ash does not have this ability at the beginning of the game, and must work his way into the game before gaining Evil Essence.

SAVE GAME

The game can be saved at a series of greenish-yellowish Sacred Symbols scattered throughout the levels. Progress can also be saved when a level is completed.

PAUSE MENU

Resume Game – Returns to gameplay from the Pause Menu.

Continue from Save – Loads from a previous save file.

Options - Game Play Settings

- **Vibration** - ON/OFF
- **Subtitles** - ON/OFF
- **Vertical Camera Control** - Toggles between normal or inverted up and down camera movement.
- **Horizontal Camera Control** - Toggles between normal or inverted left and right camera movement.
- **Speech** - ON/OFF
- **Sound Effects** - ON/OFF

Options - Video Calibration

- **Gamma** - Maximise the quality of the picture.

Quit Game

Returns the player to the Main Menu.

SPECIAL MOVES

COMBO MOVES (WITH CHAINSAW EQUIPPED)

By pressing a series of attack buttons, Ash performs various special attacks or combined attacks with his left and right arm weapons.

Control	Action
○, ○, ○	Triple Slash
○ [press and hold]	Power Blow
×, ○	Jump Slash
○, ○, ×	Chainsaw Chop
○, ○, □	"Tooth & Lead" attack
○, ○ [pause], ○, ○, ○	Chainsaw Finisher
○, ○ [pause], ○, ○, □	Boomstick Finisher
○, ○ [pause], ○, ○, ×	Overhead Finisher
L1 + ○	Whirling Attack
L1 + ○	Counter Attack (immediately following enemy melee attack)
R1 + × + left analog stick, ○	Dodge & Launch
○ [press and hold], □	Hang'em High
○	Beat Down

FINISHING MOVES

When a Deadite is low on health, as indicated by greenish vapor escaping from it, Ash can finish it off by pressing the △ button when standing in close proximity. Ash will perform a variety of finishing moves automatically, depending on the type or position of the enemy he is attacking.

> TIP: Keep an eye on Sam, as he will often set enemies up for Ash to finish off!

EVIL ASH

Ash gains the ability to turn into Evil Ash in the course of the game. Once this skill is obtained, Ash begins to collect Evil Essence. When Ash collects enough Evil Essence, he can become Evil Ash. He becomes bigger, stronger and faster, and inflicts more damage on enemies. When the Inner Evil meter is flashing, press ⬇ on the directional buttons to trigger Evil Ash mode. Evil Ash mode ends when the Inner Evil meter depletes, or when you press ⬇ on the directional buttons again.

KICK SAM

Some environmental puzzles require Ash to kick Sam onto a manually targeted object. Sam can also be a weapon for Ash. Sam wants to let out his aggression on Deadites, but literally needs a kick in the pants from Ash to finish them off. He will automatically seek the nearest Deadite to attack when kicked, but manual targeting ensures Sam will attack a specific enemy.

TIP: Some larger Deadites are only vulnerable when Ash kicks Sam onto them, but Ash will need to get in close and finish them off. Kicking Sam is also a great way to attack enemies who are out of reach.

POWER BLOW

Holding down the ◎ button when the chainsaw is equipped causes Ash to "wind up" for a strong blow with the chainsaw. This launches enemies into the air.

JUGGLING ENEMIES

Ash can "juggle" enemies that have been launched into the air by shooting them repeatedly with the pistol or shotgun.

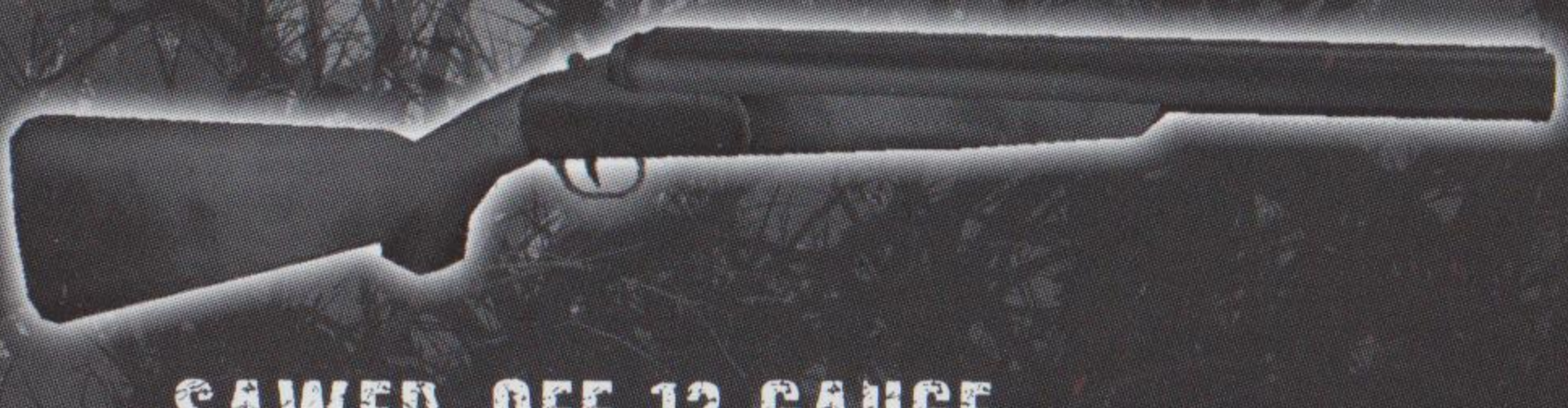
TIP: Juggling enemies is a good way to gather extra Life Essence and Evil Essence.

WEAPONS

FIREARMS:

.45 AUTOMATIC

Ash obtains a semi-automatic pistol from a fallen Sunny Meadows security guard. It has a high rate of fire and good range, but Deadites can survive a lot of hits from this gun.



SAWED-OFF 12 GAUGE ("BOOMSTICK")

Ash's trusty sawed-off 12 gauge double-barreled shotgun packs a powerful punch, but loses accuracy with increased range, and has a longer reload time than the pistol.

BOMB-LANCE

A relic of the golden days of whaling, the Bomb-lance fires an explosive lance with a timed fuse, which sticks into enemies and explodes. Although it has a long reload time, it will finish many enemies with one shot. It is also used to blast through damaged walls or objects.

PROSTHETIC WEAPONS:

CHAINSAW

A custom prosthetic fitting keeps this sturdy chainsaw firmly attached to Ash's right arm. The chainsaw is ideal for close-quarters Deadite slaying, as well as smashing crates and wooden obstacles.

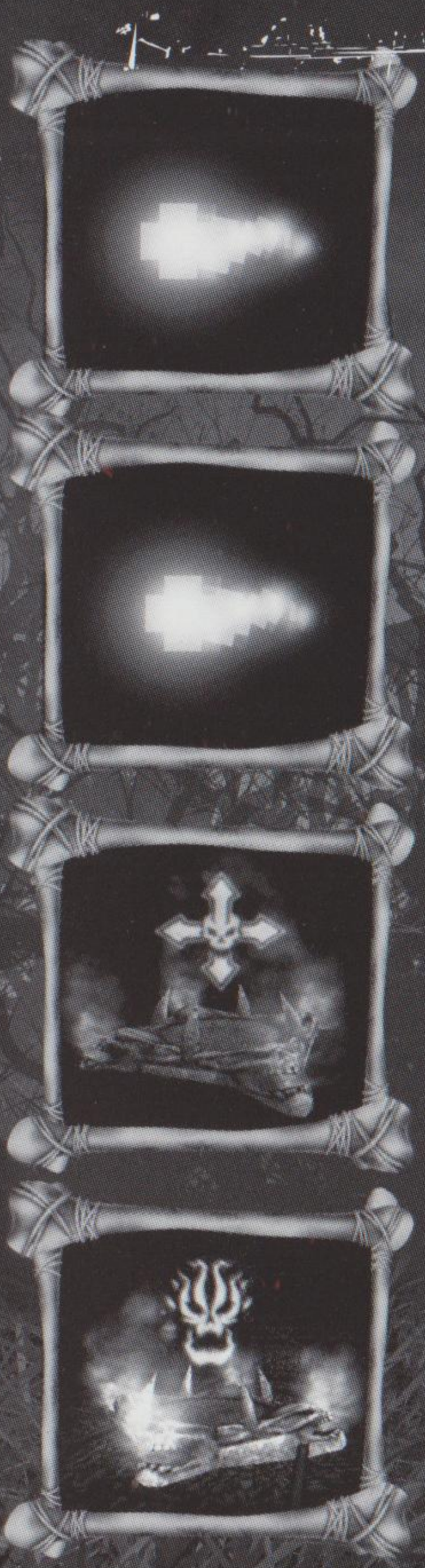
HARPOON GUN

Fires a spike attached to a long cable which impales and reels in enemies for Ash to launch off, or to shoot with a left hand weapon.

FLAMETHROWER

This weapon emits a stream of fire at enemies—or Sam. Ash moves slowly while using this weapon and must use it sparingly as it will overheat with continued use.

ITEMS



LIFE ESSENCE PICK-UP (RED)

Dropped by defeated enemies and certain objects in the environment, Life Essence refills a portion of Ash's health. Life Essence automatically seeks Ash when he is nearby.

EVIL ESSENCE PICK-UP (ORANGE)

Also dropped by defeated enemies and objects in the environment, Evil Essence feeds Ash's Inner Evil. Like Life Essence, Evil Essence automatically seeks Ash when he is nearby.

LIFE BAR / UPGRADE SYMBOL

To increase Ash's Life Bar capacity as well as fill it, locate and activate the red Sacred Symbols placed in the worlds.

INNER EVIL BAR / UPGRADE SYMBOL

To increase Ash's Inner Evil capacity, locate and activate the orange Sacred Symbols placed in the worlds.

SAM POSSESSION SYMBOL

To take possession of Sam, locate and activate the blue Sacred Symbols placed in the worlds.

SAVE GAME

To save game progress, locate and activate the greenish-yellow Sacred Symbols placed in the worlds.

NECRONOMICON PAGES

To unlock bonus content, locate the lost pages of the Necronomicon hidden throughout the environment.

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A Huge Thank You...
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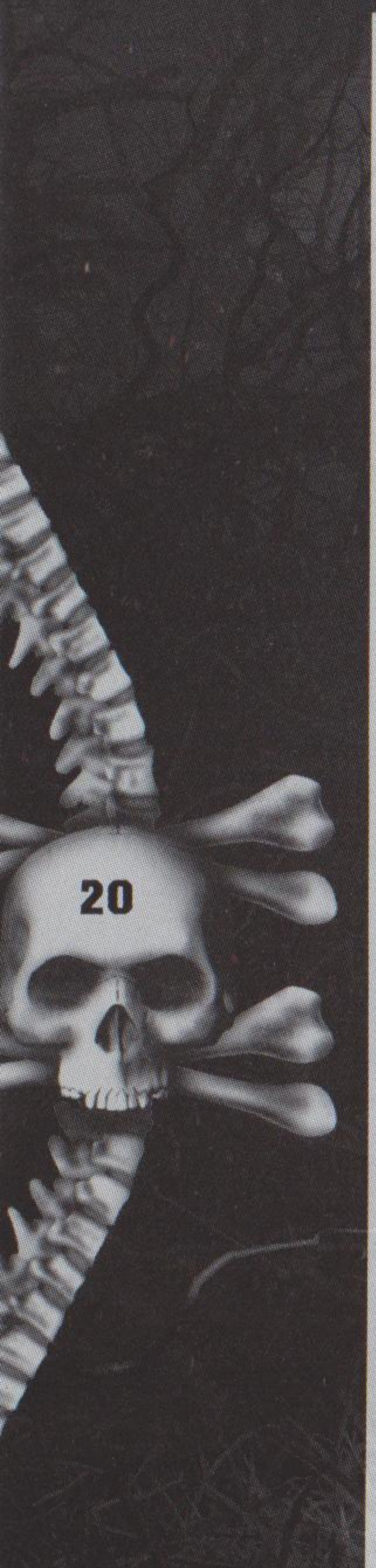

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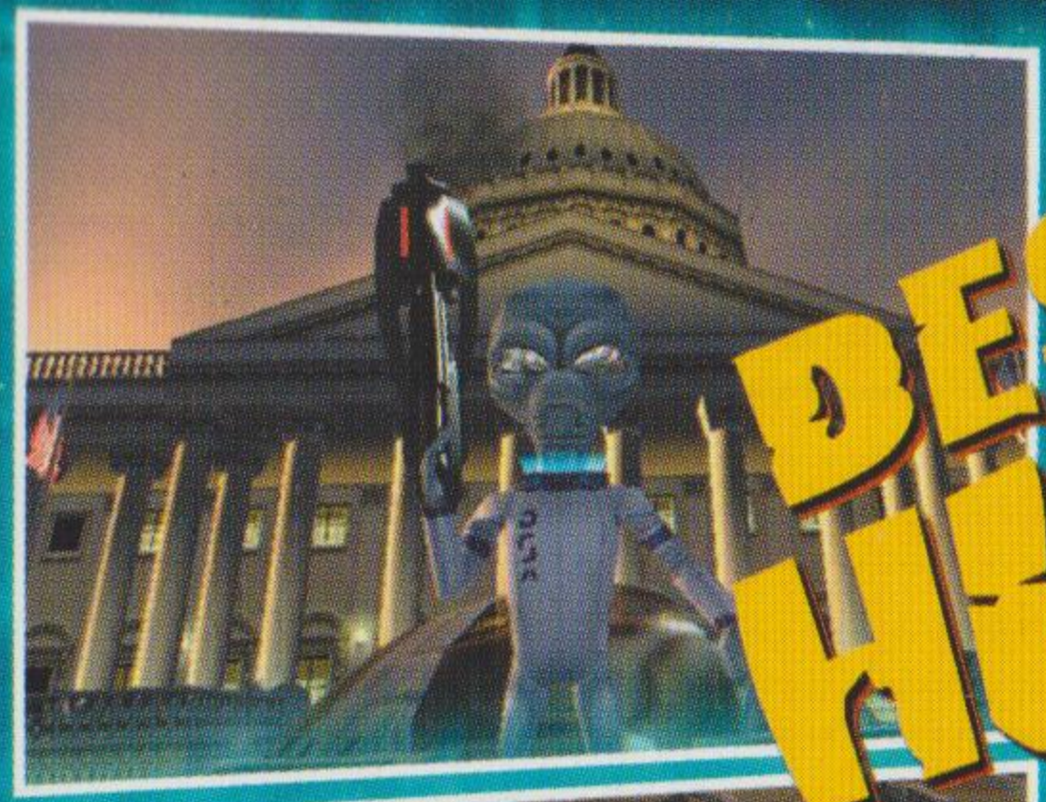

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